

ABSTRACT

A system and method of converting frame-based animation into interpolator-based animation is provided. The system and method includes a) identifying each unique combination of animation object and associated depth identified in frame instructions for the plurality of frames of the frame-based animation; b) for each identified unique combination, identifying the display properties associated with the animation object of the combination through the successive frames; and c) for each identified display property for each identified unique combination, creating an interpolator that specifies the animation object of the combination and any changes that occur in the display property for the specified animation object throughout the plurality of frames.